

ChinoMiko - Xian-Nu - Migoto Sen Chu



CREATOR: CHINOMIKO

SCENARIOS: MIGOTO SEN CHU

DRAWINGS: XIAN-NU

PUBLISHER: STUDIO MAKMA

EDITOR: AKILEOS

PRODUCER: BEEMOOV

REMERCIEMENTS:

The entire BEEMOOV team would like to thank all the people who worked on the creation of this manga, especially Studio MAKMA. In addition, a thank you to all the faithful players without whom this manga would have never seen the light of day. :)

BEEMOOV

I would like to warmly thank all the Sucrettes/Candies that follow assiduously the adventures of Amour Sucre in each of its forms! Thank you to you <3 Feel free to find me on my facebook page! www.facebook.com/chinomiko.officiel

ChiNoMiko

Undoubtedly, working on this project has been rewarding from every point of view. The story is amusing and very faithful to the game.

We fell in love with this work. Everyone has become great friends and we feel very close.

We would like to thank:

- Edmond Tourriol for his confidence in our work and this opportunity he gave us.

- Stephan, for his excellent leadership role. Thanks to him, the creation of this manga could reach the end on time again and again.
- ChiNoMiko for her support and her confidence to adapt her excellent creation.
- You, reader, for buying this manga. We hope you like it.

Xian-Nu

Above all, thanks to Ed, the alter ego that allowed me to participate in this formidable adventure. Thanks to JP and Benoit for their confidence, Sylvain for his reactivity, and Stephanie for her advice. The MAKMA Team, Sen chu and Xian-Nu were incomparable. I can't forget the people in the background: Esther, Pauline, Victor, without whom we could not have kept up. Hecktor, Loise, Fanny, you inspired me like all those close to me.

Stephan Boschat, MAKMA



HISTORY:

Lynn, the heroine of the online game, Amour Sucre, wishes to organize her birthday. Her aunt, usually so comprehensive and kind, forbade her. First demoralized, Lynn finally decides to organize a party regardless. Her plan will be interrupted by a mysterious SMS that will lead her into the arms of the three boys who attract her.



Directory

1st PART "BIRTHDAY"

CHAPTER 1 "MEETING"

CHAPTER 2 "COMFORT" 16

CHAPTER 3 "ANGUILLE"

CHAPTER 4 "NERVOUSNESS"

CHAPTER 5 "MYSTERY"

2nd PART "SMS"

CHAPTER 6 "FASHION"

CHAPTER 7 "SPORT"

CHAPTER 8 "MUSIC"

CHAPTER 9 "ANSWERS"

BONUS





1st part

Serthalay

**Sertion of the content of th

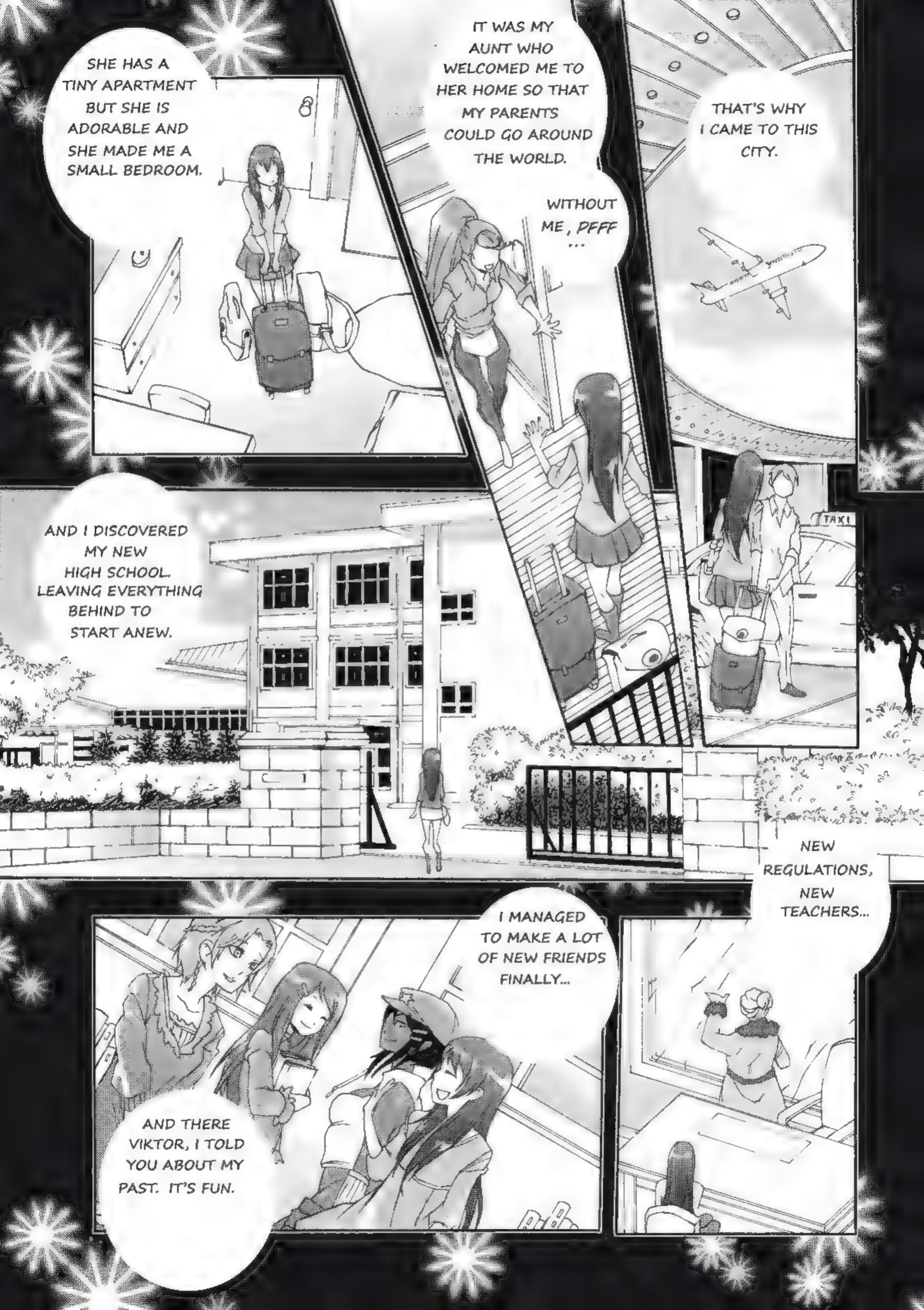




























































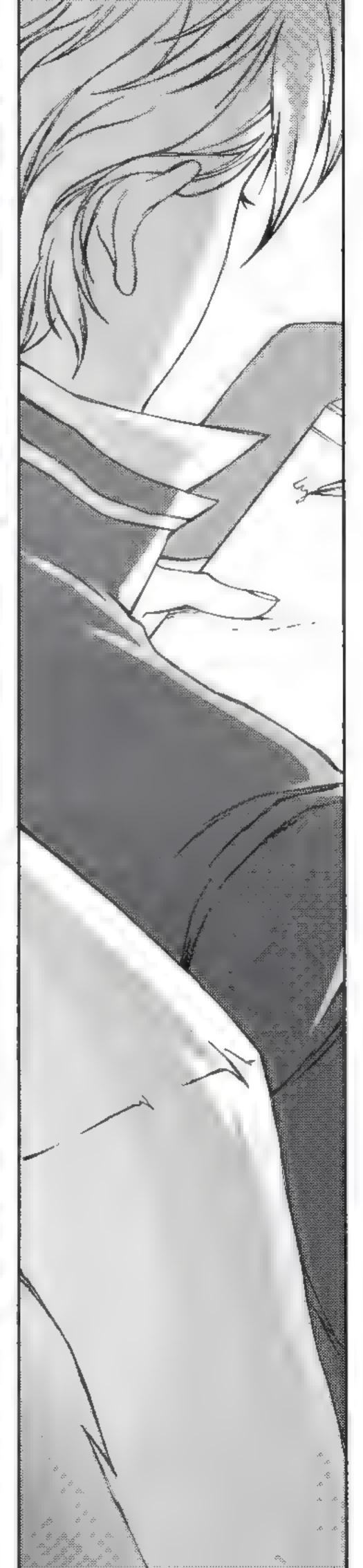










































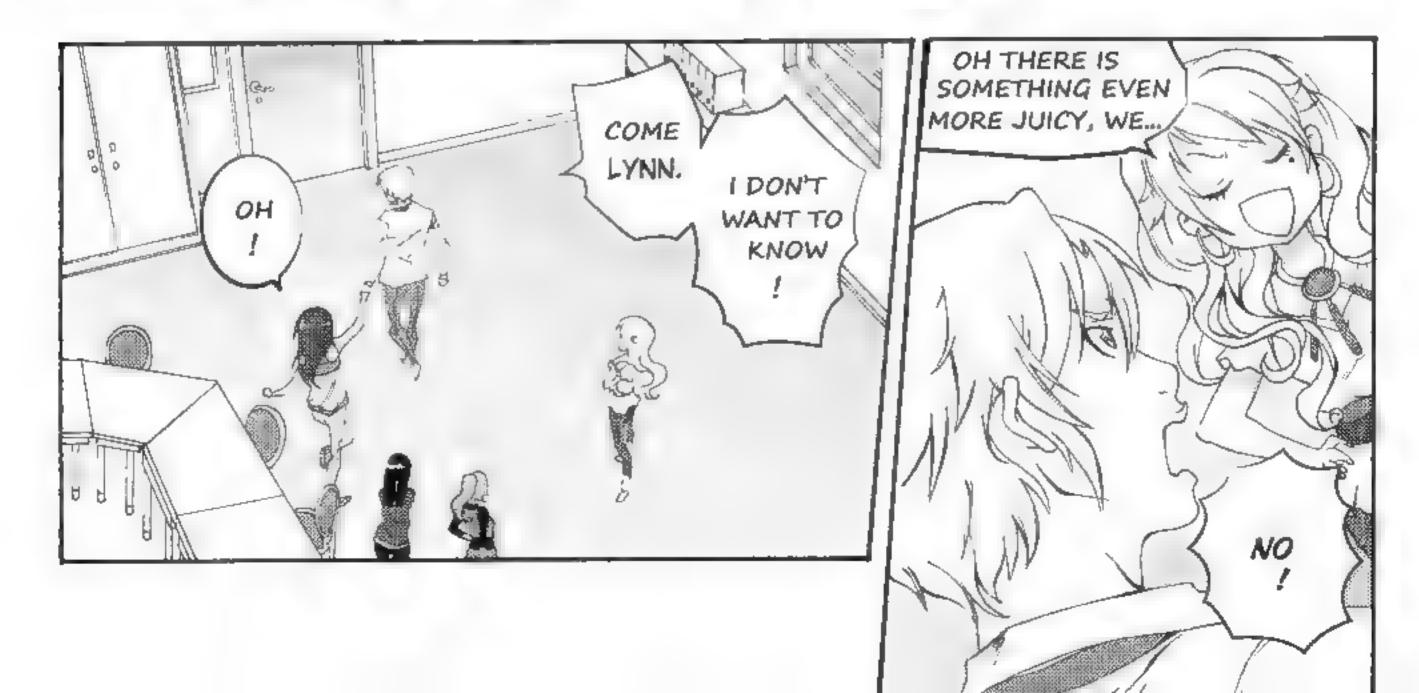
















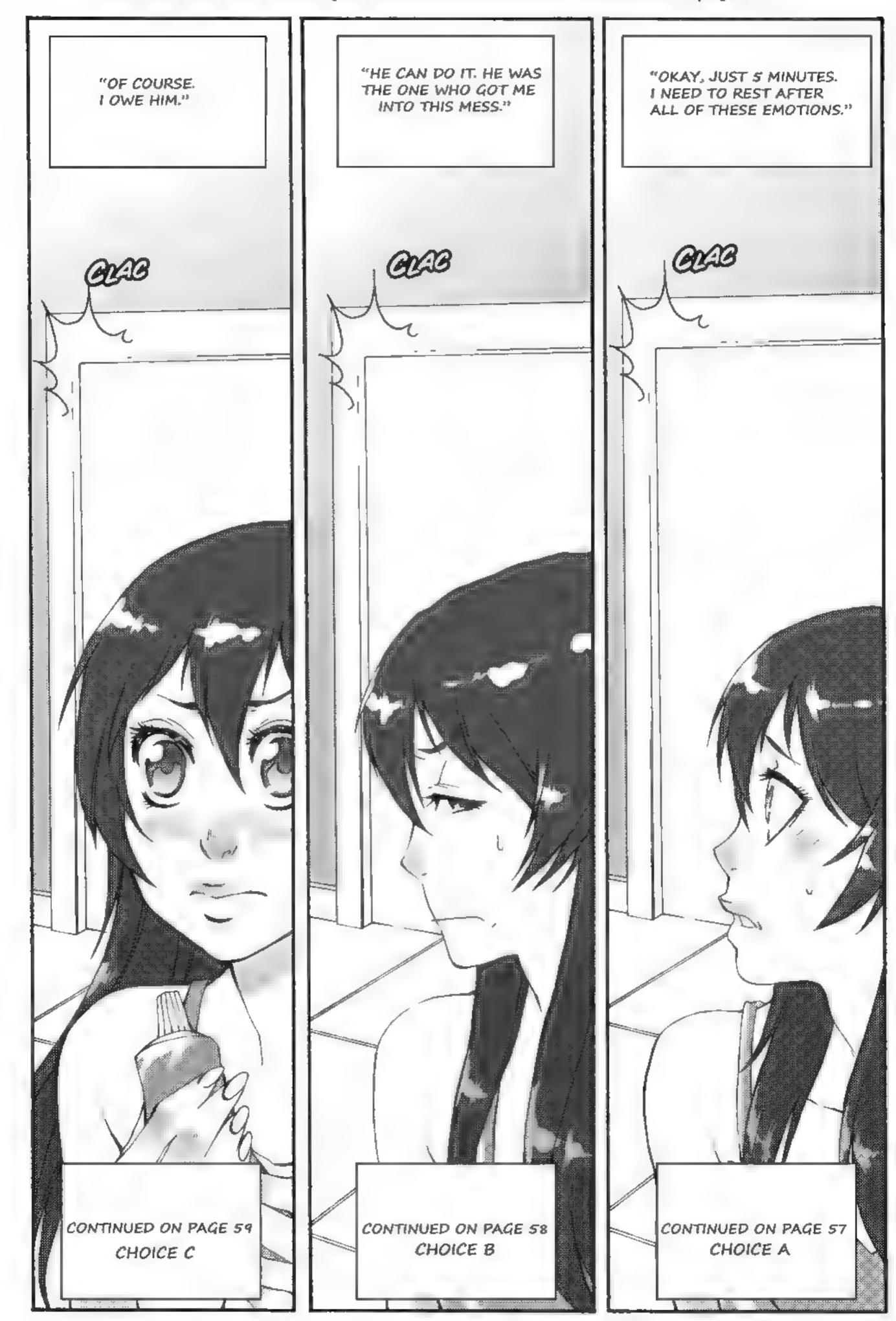








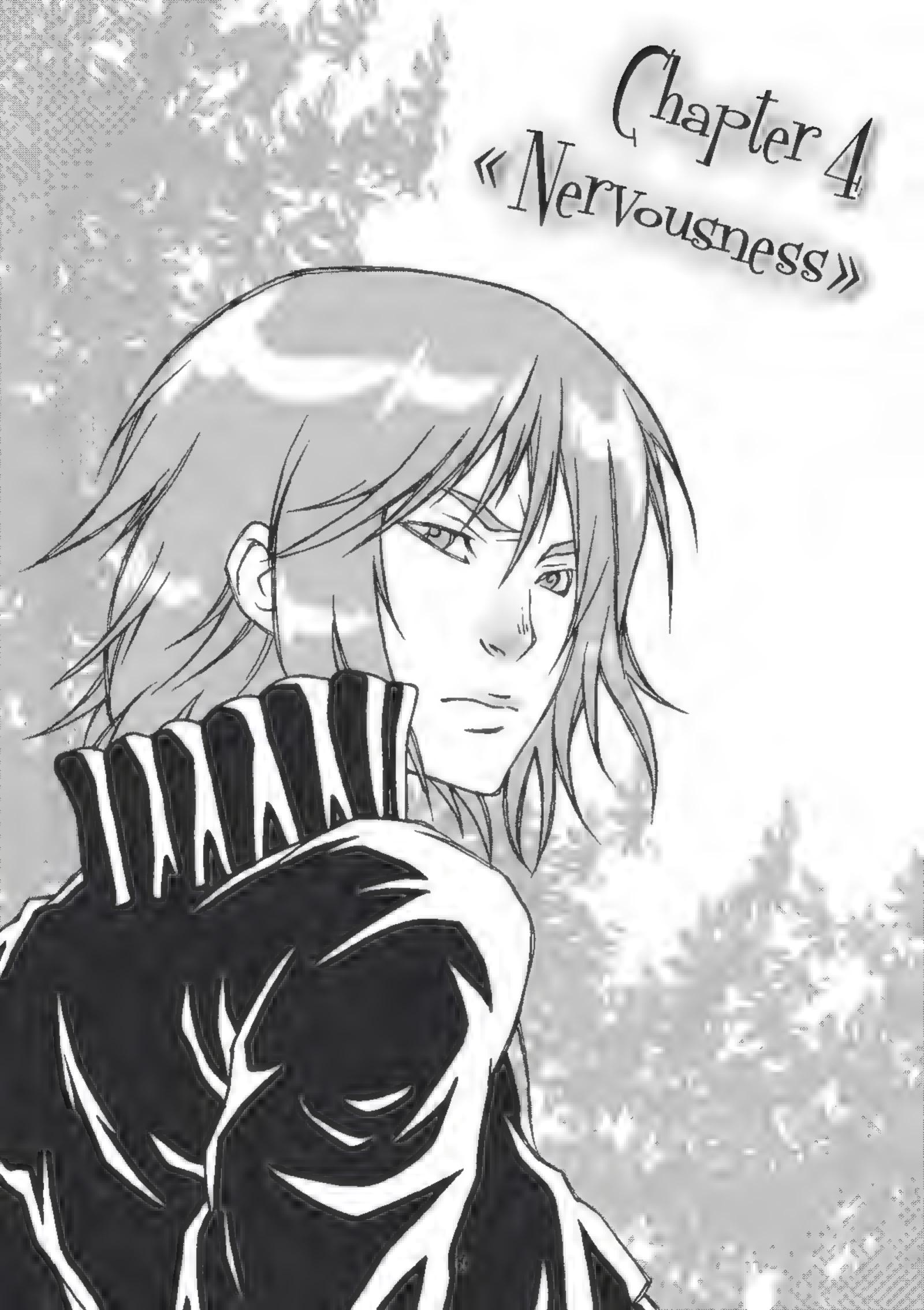




















































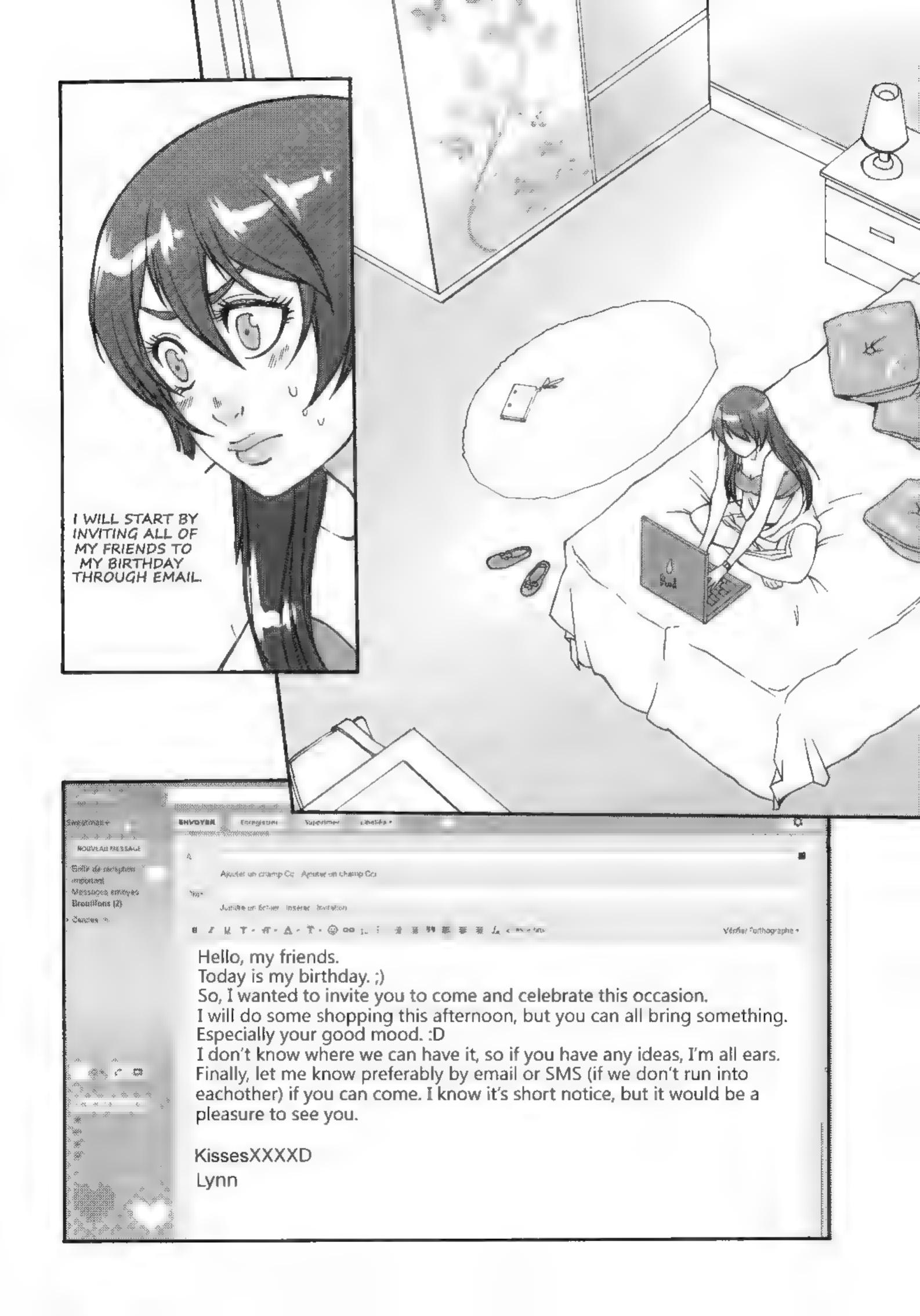












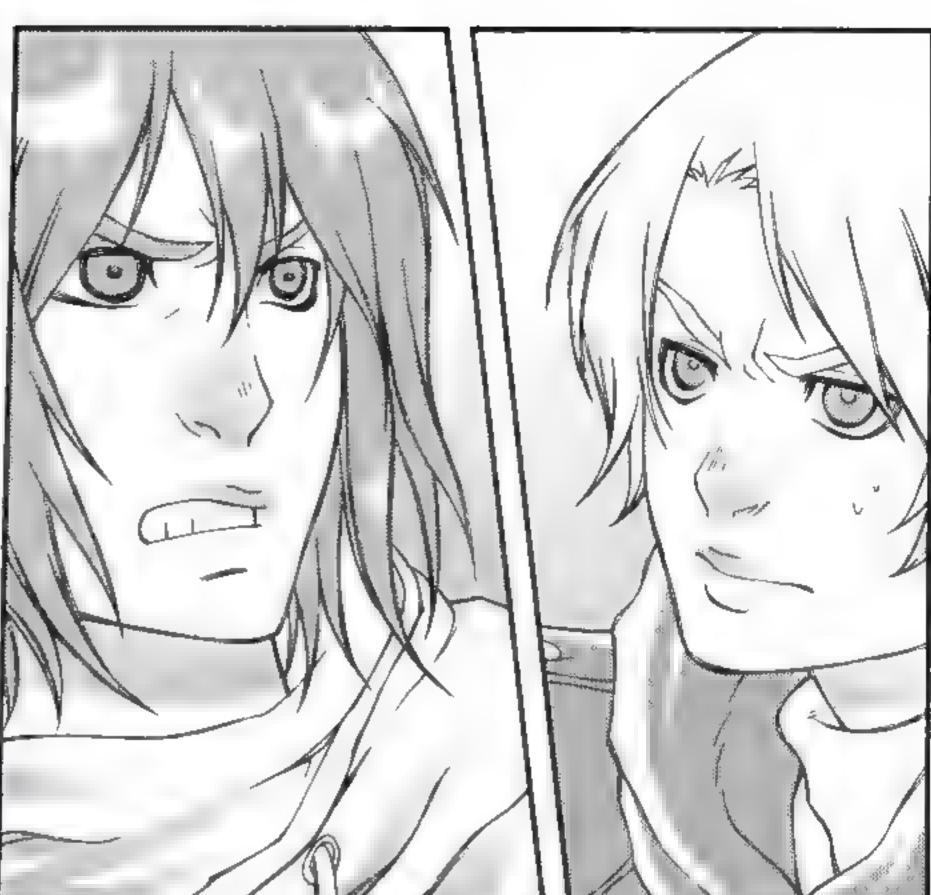






















Part Callo























































































ARE YOU CERTAIN
YOU HAVE NOTHING
YOU WANT TO
FIGHT FOR?







































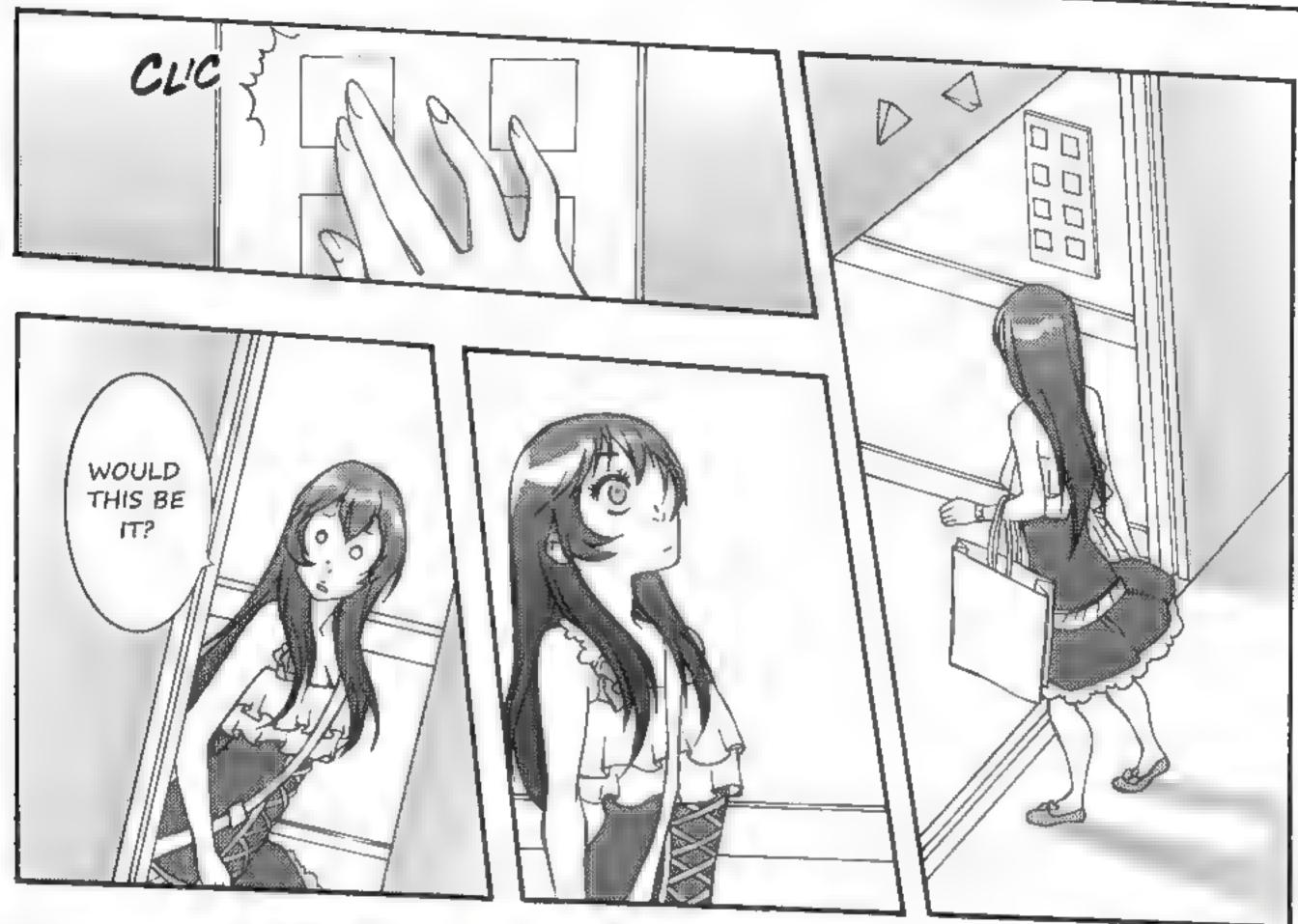










































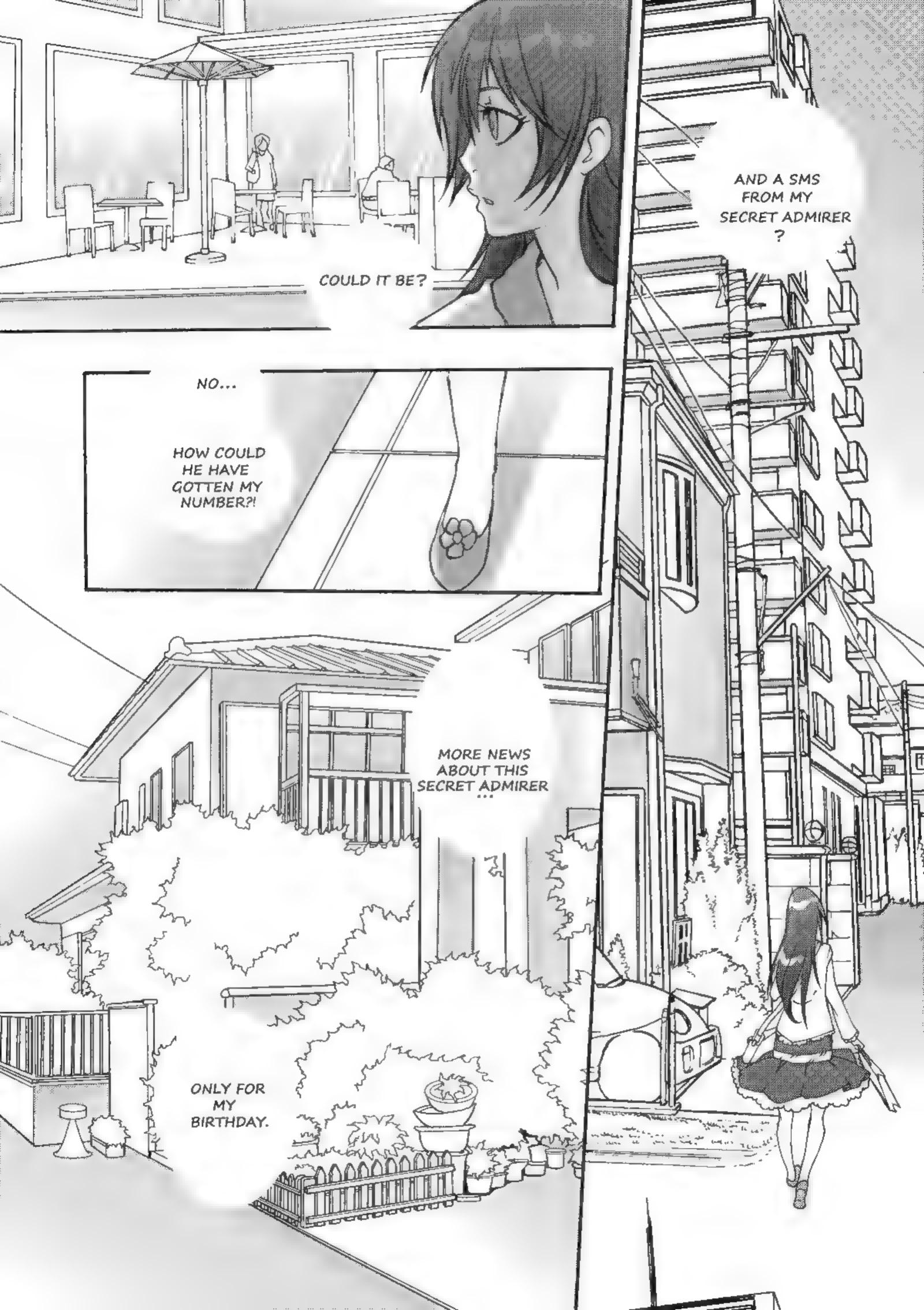






















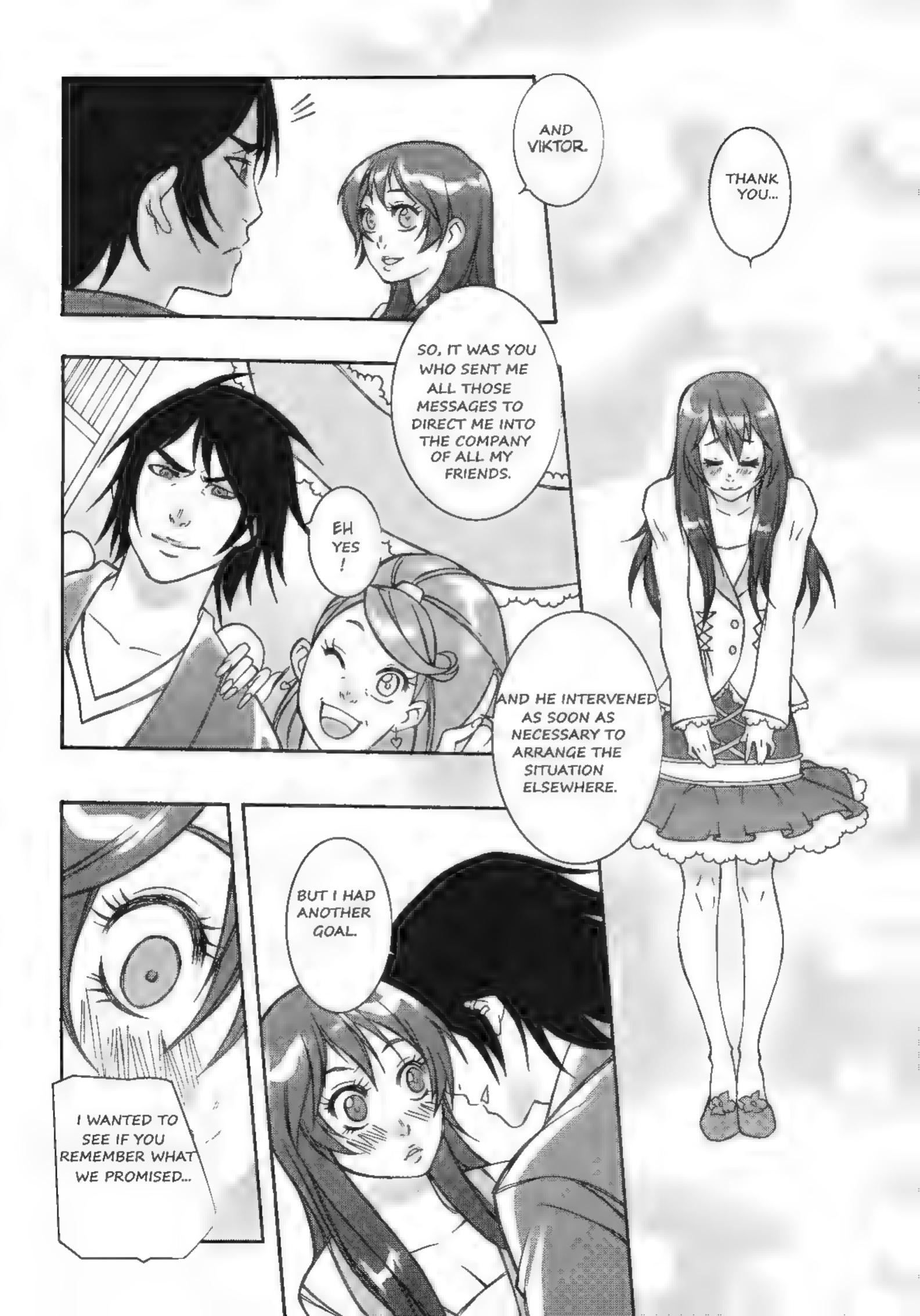


















LIKE IN THE GAME, ALL THE CHOICES YOU MADE THROUGHOUT THIS ADVENTURE WILL LEAD YOU TO THE BOY YOU KNEW HOW TO SEDUCE THROUGH THESE PAGES.

HOW? WE WILL HELP YOU TAKE INTO ACCOUNT THE CHOICES MADE AT THE END OF EACH CHAPTER AND ACCORDING TO THE RESULT OBTAINED, YOU WILL LEARN THE NUMBER OF THE PAGE YOU WILL BE INSTRUCTED TO GO TO.

WARNING! THE END IS A DOUBLE PAGE ILLUSTRATION DISTRIBUTED AMONG THE BONUSES.





Determine the Ind of you Story

REMEMBER YOUR CHOICES
FOR EACH OF THE CHAPTERS.
FOLLOW THE INSTRUCTIONS ON
THIS PAGE AND YOU WILL
DISCOVER THE ILLUSTRATION
THAT WILL CONCLUDE THIS
STORY. BUT IS IT REALLY
THE END?

| | chap 2 | chap 3 | chap 4 | chap 6 | chap 7 | chap 8 |
|----------|--------|--------|--------|--------|--------|--------|
| choice A | 1 A | 18 | 1 B | 1 A | 1 B | 1 B |
| choice B | 2 C | 2 C | 2 C | 2 C | 2 C | 2 C |
| choice C | 3 B | 3 A | 3 A | 3 B | 3 A | 3 A |
| | 11114 | 41414 | 41444 | **** | 42884 | 41411 |

To determine the end of your story, you must report the number of letters A, B, or C, corresponding to your choices on the result line at the bottom of the Column. Then, add the total number of each letter and follow the instructions below.

HIGHEST NUMBER = "A", THE END OF YOUR STORY: PAGE 186

HIGHEST NUMBER = "B", THE END OF YOUR STORY: PAGE 190

HIGHEST NUMBER = "C", THE END OF YOUR STORY: PAGE 194

If you get the same number for each letter,
THE END OF YOUR STORY: 198

Here is an example. If for Chapter 2 you have chosen A, Chapter 3, Choice B, Chapter 4, Choice B, Choice C, Chapter 7, Choice A, and Chapter 8, Choice C, is how to fill the table.

| | chap 2 | chap 3 | chap 4 | chap 6 | chap 7 | chap 8 | |
|----------|--------|--------|-------------------------|--------|--------|--------|--|
| choice A | I A | 18 | 1 B | 1 A | 1 B | 1 B | |
| choice B | 2 C | 2 C | 2 C | 2 C | 2 C | 2 C | |
| choice C | 3 B | 3 A | 3 A | 3 B | 3 A | 3 A | |
| | I A | 2 C | 2 C | 3 B | 1 B | 3 A | |
| | | | NUMBER MATCHING "A" = 4 | | | | |

NUMBER MATCHING *C* = 4

In this example, the number of letters A, B, and C is the same:

THE END OF YOUR STORY: PAGE 198

NUMBER MATCHING "B" = 4





